

## GUI Assignment #2 -Putting Images on Labels

Modify the program below to have 4 buttons that output 4 of your favourite images in a label.

Have a label underneath the image that contains a brief description.

Use .gifs or .pngs. Resize, if needed in a graphics editor.

```
from tkinter import *
# place image in label

def put_image():

    label1.configure(image=img2)

window=Tk()

window.title('Puppies and Kittens')
window.geometry("800x800+200+200")

# add widgets here
img = PhotoImage(file='puppy.png')
img2 = PhotoImage(file='kitten.png')
# Create label1
label1=Label(window,
              text="This is a Label widget",
              fg='red',
              font=("Helvetica",16,"bold"),
              image = img)
label1.place(x=80, y=50)

# create button1
button1=Button(window,
               text="Change Picture",
               fg='blue',
               font=("Helvetica", 16),
               command = put_image)
button1.place(x=80, y=240)
window.mainloop()
```